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1 Color gamut mapping and the printing of digital color images
Maureen C. Stone, William B. Cowan, John C. Beatty
October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4
Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

2 Digital sensor simulation: 1980-1985
Marshall B. Faintich
January 1980 **Proceedings of the 13th annual symposium on Simulation**
Full text available: pdf(805.52 KB) Additional Information: full citation, abstract, references, index terms

The Defense Mapping Agency is producing global digital data bases to support aircrew training simulators and other computer image generation systems. The evolution to digital sensor simulation is presented and current digital data bases are described. The refinement of actual sensors is changing the content required in these data bases, and the effect on digital sensor simulation in the 1980-1985 time period is discussed.

3 NSDL: Creating virtual collections in digital libraries: benefits and implementation issues
Gary Geisler, Sarah Giersch, David McArthur, Marty McClelland
July 2002 **Proceedings of the 2nd ACM/IEEE-CS joint conference on Digital libraries**
Full text available: pdf(822.96 KB) Additional Information: full citation, abstract, references, citings, index terms

Digital libraries have the potential to not only duplicate many of the services provided by traditional libraries but to extend them. Basic finding aids such as search and browse are common in most of today's digital libraries. But just as a traditional library provides more than a card catalog and browseable shelves of books, an effective digital library should offer a wider range of services. Using the traditional library concept of special collections as a model, in this paper we propose that ...

Keywords: collection, digital library, metadata, user services

4 Technology mapping and retargeting for field-programmable analog arrays
Sree Ganesan, Ranga Vemuri
January 2000 **Proceedings of the conference on Design, automation and test in Europe**
Full text available: pdf(137.04 KB) Publisher Site
Additional Information: full citation, references, citings, index terms

5 Behavioral partitioning in the synthesis of mixed analog-digital systems
Sree Ganesan, Ranga Vemuri
June 2001 **Proceedings of the 38th conference on Design automation**
Full text available: pdf(152.55 KB) Additional Information: full citation, abstract, references, index terms

Synthesis of mixed-signal designs from behavioral specifications must address analog-digital partitioning. In this paper, we investigate the issues in mixed-signal behavioral partitioning and design space exploration for signal-processing systems. We begin with the system behavior specified in an intermediate format called the Mixed Signal Flow Graph, based on the time-amplitude characterization of signals. We present techniques for analog-digital behavioral partitioning of the MSFG, and pe ...

6 Terrain database interoperability issues in training with distributed interactive simulation
Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis
July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3
Full text available: pdf(443.34 KB) Additional Information: full citation, abstract, references, citings, index terms, review

In Distributed Interactive Simulation (DIS), each participating node is responsible for maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

Keywords: distributed interactive simulation, terrain databases

7 A keystroke level analysis of a graphics application: manual map digitizing
Peter Haunold, Werner Kuhn
April 1994 **Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence**
Full text available: pdf(772.23 KB) Additional Information: full citation, references, citings, index terms

Keywords: Keystroke-Level Model, geographic information systems, graphics, interface design optimization, map digitizing

8 Concept mapping: an innovative approach to digital library design and evaluation
June P. Mead, Geri Gay
December 1995 **ACM SIGOIS Bulletin**, Volume 16 Issue 2

Full text available: pdf(580.83 KB) Additional Information: full citation, abstract, citings, index terms

The Interactive Multimedia Group (IMG) at Cornell University has been designing and researching the impact of collaborative multimedia technologies on educational environments for over ten years. In one of our current projects, the Making of America, the IMG is focusing on the development of tools to support access to digital libraries. This effort is complemented by parallel research into the cognitive, behavioral, and social implications of using these systems. Additionally, the IMG is working ...

9 Design of a scalable parallel switch-level simulator for VLSI

R. B. Mueller-Thus, D. G. Saab, J. A. Abraham

November 1990 **Proceedings of the 1990 ACM/IEEE conference on Supercomputing**

Full text available: pdf(912.02 KB) Additional Information: full citation, abstract, references

This paper deals with the problem of mapping a computation-intensive task of irregular structure onto a parallel framework. Our application is the switch-level logic simulation of digital circuits, a technique that is in wide use for the verification of VLSI designs. We focus on medium- grain multiprocessors (shared memory or message passing machines) and only consider *model parallel* computation, where the model of the design to be simulated is partitioned among processors. We address the ...

10 An hierarchical language for the structural description of digital systems

W. M. vanCleemput

January 1977 **Proceedings of the 14th conference on Design automation**

Full text available: pdf(500.70 KB) Additional Information: full citation, abstract, references, citings, index terms

In this report a language (SDL) for describing structural properties of digital systems will be presented. SDL can be used at all levels of the design process i. e. from the system level down to the circuit level. The language is intended as a complement to existing computer hardware description languages, which emphasize behavioural description.The language was motivated partly by the nature of the design process.

11 Delay minimization and technology mapping of two-level structures and implementation using clock-delayed domino logic

Jovanka Ciric, Gin Yee, Carl Sechen

January 2000 **Proceedings of the conference on Design, automation and test in Europe**

Full text available: pdf(72.74 KB) Additional Information: full citation, references, index terms

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12 Using codesign techniques to support analog functionality

Francis G. Wolff, Michael J. Knieser, Dan J. Weyer, Chris A. Papachristou

March 1999 **Proceedings of the seventh international workshop on Hardware/software codesign**

Full text available: pdf(433.76 KB) Additional Information: full citation, references, index terms

Keywords: analog, design methodologies, hardware/software codesign

13 Repartitioning and technology mapping of electronic hybrid systems

C. Grimm, K. Waldschmidt

February 1998 **Proceedings of the conference on Design, automation and test in Europe**

Full text available: pdf(239.80 KB) Publisher Site

Additional Information: full citation, abstract, references, index terms

The systematic top-down design of mixed-signal systems requires an abstract specification of the intended functions. However, hybrid systems are systems whose parts are specified using different time models. Specifications of hybrid systems are not purely functional as they also contain structural information. The structural information is introduced by partitioning the specification into blocks with a homogeneous time model. This often leads to inefficient implementations. In order to overcome ...

Keywords: specification of hybrid systems, mixed-signal systems, top-down methodology, design automation, partitioning

14 Archiving, digital collections, and analysis: An evolutionary approach to digital recording and information about heritage sites

John Counsell

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

Full text available: pdf(3.32 MB)

Additional Information: full citation, abstract, references, citings, index terms

This paper considers 3 cases undertaken by a team at the University of the West of England (FBE/UWE) --- the Tower of London Computer Models and more recent linked European Historic Gardens on the Web. The team is continuing to investigate uses of spatial information systems to store, manage and visualise records of historic sites, enabling interactive off-site access to interpretative information. Existing records, often accrued in an ad-hoc manner, are mostly inadequate for such use and incomp ...

Keywords: GIS, VRML, augmented reality, real-time video, spatial information system

15 High-level library mapping for memories

Pradip K. Jha, Nikil D. Dutt

July 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 3

Full text available: pdf(209.38 KB)

Additional Information: full citation, abstract, references, citings, index terms

We present high-level library mapping, a technique that synthesizes a source memory module from a library of target memory modules. In this paper, we define the problem of high-level library mapping for memories, identify and solve the three subproblems associated with this task, and finally combine these solutions into a suite of two memory mapping algorithms. Experimental results on a number of memory-intensive designs demonstrate that our memory mapping approach generates a wide variety ...

Keywords: high-level synthesis, memory libraries, technology-mapping

16 Compiler-directed page coloring for multiprocessors

Edouard Bugnion, Jennifer M. Anderson, Todd C. Mowry, Mendel Rosenblum, Monica S. Lam

September 1996 **Proceedings of the seventh international conference on Architectural support for programming languages and operating systems**, Volume 31 , 30 Issue 9 , 5

Full text available: pdf(1.37 MB)

Additional Information: full citation, abstract, references, citings, index terms

This paper presents a new technique, *compiler-directed page coloring,* that eliminates conflict misses in multiprocessor applications. It enables applications to make better use of the increased aggregate cache size available in a multiprocessor. This technique uses the compiler's knowledge of the access patterns of the parallelized applications to direct the operating system's virtual memory page mapping strategy. We demonstrate that this technique can lead to significant performance impr ...

17 Poster session: Making area-performance tradeoffs at the high level using the AccelFPGA compiler for FPGAs

P. Banerjee, V. Saxena, J. Uribe, M. Haldar, A. Nayak, V. Kim, D. Bagchi, S. Pal, N. Tripathi, R. Anderson

February 2003 **Proceedings of the 2003 ACM/SIGDA eleventh international symposium on Field programmable gate arrays**

Full text available: pdf(187.05 KB) Additional Information: full citation, abstract

Applications such as digital cell phones, 3G wireless receivers, and voice over IP, require DSP functions that are typically mapped onto general purpose DSP processors. With the introduction of advanced FPGA architectures which provide built-in DSP support such as the Xilinx Virtex-II, and the Altera Stratix, a new hardware alternative is available for DSP designers. DSP design has traditionally been divided into algorithm development and hardware/software implementation. The majority of DSP alg ...

18 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan

December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available: pdf(1.98 MB) Additional Information: full citation, abstract, references, index terms, review

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray tracing, real-time scene generation, rectification, registration, texture mapping, visual simulators, voxels

19 Digital libraries for spatial data: The ADEPT digital library architecture

Greg Janée, James Frew

July 2002 **Proceedings of the 2nd ACM/IEEE-CS joint conference on Digital libraries**

Full text available: pdf(263.61 KB) Additional Information: full citation, abstract, references, citings, index terms

The Alexandria Digital Earth ProtoType (ADEPT) architecture is a framework for building distributed digital libraries of georeferenced information. An ADEPT system comprises one or more autonomous libraries, each of which provides a uniform interface to one or more collections, each of which manages metadata for one or more items. The primary standard on which the architecture is based is the ADEPT bucket framework, which defines uniform client-level metadata query services that are compatible w ...

Keywords: bucket framework, collection discovery, distribution, interoperability, metadata

20 Model checking of hierarchical state machines

Rajeev Alur, Mihalis Yannakakis

May 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 3

Full text available: pdf(453.28 KB) Additional Information: full citation, abstract, references, index terms

Model checking is emerging as a practical tool for detecting logical errors in early stages of system design. We investigate the model checking of sequential hierarchical (nested) systems, i.e., finite-state machines whose states themselves can be other machines. This nesting ability is common in various software design methodologies, and is available in several commercial modeling tools. The straightforward way to analyze a hierarchical machine is to flatten it (thus incurring an exponential bl ...

Keywords: Hierarchical state machines, model checking, statecharts, temporal logic

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